Claims:

1-49 (CANCELED)

50. **(NEW)** A method for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising the steps of:

a) providing at least one data processor for receiving and processing report data;

b) providing memory for storing report data;

c) providing data entry device for inputting and outputting data;

d) guiding REPORTERs on how to collectively self-organize information gathering activities by displaying and committing REPORTERs intentions via said data entry device;

e) creating a common perspective among the plurality of REPORTERs to guide collective discovery of valued team-member actions;

f) creating among the plurality of REPORTERs, consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);

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g) creating composite reports of valued team-member
actions, storing and retrieving them from said
memory;

h) recording redundant reports via data entry device
and selecting a representative report from each set
of redundant reports by said at least one data
processor;

wherein said data processor(s), memory and data entry
device are connected to a data communications network to
process, store and communicate data, and
wherein a plurality of reporters can collectively self-
organize to share tasks of role selection, information
discovery and information reporting, thereby integrating
activity to simulate one omniscient information gatherer.

51. **(NEW)** The method of Claim 50, further comprising:

i) aggregating said representative reports to create
composite reports by said at least one data
processor; and

j) deterring hostile attempts to report false data
by filter means.

52. **(NEW)** The method of claim 50, further comprising:

k) refining reporting skills by re-enforcement
learning including:

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i) apprising reporter of reporting accuracy in

relation to a standard by report quality

feedback means;

ii) establishing a reporter's reputation for

reporting by proficiency skill level means;

and

iii) sharing reporters' knowledge and

observations by collaboration means.

53.   **(NEW)** The method of claim 50, wherein the boundary of

the CONTEST is extended to include REPORTERs as

participants in the on-going CONTEST by providing PLAYERs

with real-time feedback of the effectiveness of actions,

further comprising:

l) integrating and reporting of CONTEST analysis to

CONTEST PLAYERs for re-enforcement learning to guide

action choices during a CONTEST.

54.   **(NEW)** The method of claim 50, wherein PLAYERs rely

solely on peer-to-peer collaboration in pursuit of the team

goal; and further, said reporting is accomplished by the

PLAYERs.

55.   **(NEW)** The method of claim 50, further comprising:

m) developing refinements to existing ASPECTs or

discovering additional valuable ASPECTs previously

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not uncovered, for modification of the reporting

measurement rules by reporter collaboration means.

56. **(NEW)** A system for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising:

a) at least one data processor for receiving and processing report data;

b) a memory for storing report data;

c) a data entry device for inputting and outputting data;

d) signup commitment means for guiding REPORTERs on how to integrate information gathering activities by displaying and committing REPORTER intentions via said data entry device;

e) team-member interaction protocol means for creating a common perspective among the plurality of REPORTERs to guide reporters' collective discovery of valued team-member actions;

f) team goal-achievement value system means employed by the plurality of REPORTERs to create consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);

g) means to record report data and create composite reports, storing and retrieving them from said memory;

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h) means for recording redundant reports in memory via data entry device and selecting a representative report from each set of redundant reports by said at least one data processor;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and

wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

57. **(NEW)** The system of Claim 56, further comprising:

  i) means for aggregating said representative reports via said at least one data processor.

  j) means for deterring hostile attempts to report false data.

58. **(NEW)** The system of claim 56, further comprising:

  k) refining reporting skills by re-enforcement learning means including;

    i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means via said data entry device;

    ii) establishing a reporter's reputation for reporting by proficiency skill level means; and

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iii) sharing reporters' knowledge and

observations by collaboration means.

59. **(NEW)** The system of claim 56, wherein the boundary of

the CONTEST is extended to include REPORTERs as

participants in the on-going CONTEST by providing

PLAYERs with real-time feedback of the effectiveness

of team-member actions, further comprising:

1) integrating and reporting of CONTEST analysis to

CONTEST PLAYERs for re-enforcement learning to guide

action choices during a CONTEST.

60. **(NEW)** The system of claim 56, wherein PLAYERs rely

solely on peer-to-peer collaboration in pursuit of the

team goal; and further, said reporting is accomplished

by the PLAYERs.

61. **(NEW)** The system of claim 56, further comprising:

m) developing refinements to existing ASPECTs or

discovering additional valuable ASPECTs previously not

uncovered, for modification of the reporting

measurement rules by reporter collaboration means.

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Claims:

50. **(NEW)** A method for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising the steps of:

    a) providing at least one data processor for receiving and processing report data;

    b) providing memory for storing report data;

    c) providing data entry device for inputting and outputting data;

    d) guiding REPORTERs on how to collectively self-organize information gathering activities by displaying and committing REPORTERs intentions via said data entry device;

    e) creating a common perspective among the plurality of REPORTERs to guide collective discovery of valued team-member actions;

    f) creating among the plurality of REPORTERs, consistent measuring and valuing of team-members' contributions by processing report data on said data processor(S);

    g) creating composite reports of valued team-member actions, storing and retrieving them from said memory;

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h) recording redundant reports via data entry device and selecting a representative report from each set of redundant reports by said at least one data processor;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and

wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

51. **(NEW)** The method of Claim 50, further comprising:

i) aggregating said representative reports to create composite reports by said at least one data processor; and

j) deterring hostile attempts to report false data by filter means.

52. **(NEW)** The method of claim 50, further comprising:

k) refining reporting skills by re-enforcement learning including:

i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;

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        ii) establishing a reporter's reputation for

        reporting by proficiency skill level means;

        and

        iii) sharing reporters' knowledge and

        observations by collaboration means.

53.   **(NEW)** The method of claim 50, wherein the boundary of

the CONTEST is extended to include REPORTERs as

participants in the on-going CONTEST by providing PLAYERs

with real-time feedback of the effectiveness of actions,

further comprising:

        1) integrating and reporting of CONTEST analysis to

        CONTEST PLAYERs for re-enforcement learning to guide

        action choices during a CONTEST.

54.   **(NEW)** The method of claim 50, wherein PLAYERs rely

solely on peer-to-peer collaboration in pursuit of the team

goal; and further, said reporting is accomplished by the

PLAYERs.

55.   **(NEW)** The method of claim 50, further comprising:

        m) developing refinements to existing ASPECTs or

        discovering additional valuable ASPECTs previously

        not uncovered, for modification of the reporting

        measurement rules by reporter collaboration means.

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56.   **(NEW)** A system for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising:

a) at least one data processor for receiving and processing report data;

b) a memory for storing report data;

c) a data entry device for inputting and outputting data;

d) signup commitment means for guiding REPORTERs on how to integrate information gathering activities by displaying and committing REPORTERs intentions via said data entry device;

e) team-member interaction protocol means for creating a common perspective among the plurality of REPORTERs to guide reporters' collective discovery of valued team-member actions;

f) team goal-achievement value system means employed by the plurality of REPORTERs to create consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);

g) means to record report data and create composite reports, storing and retrieving them from said memory;

h) means for recording redundant reports in memory via data entry device and selecting a representative

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report from each set of redundant reports by said at
least one data processor;

wherein said data processor(s), memory and data entry
device are connected to a data communications network to
process, store and communicate data, and

wherein a plurality of reporters can collectively self-
organize to share tasks of role selection, information
discovery and information reporting, thereby integrating
activity to simulate one omniscient information gatherer.

57. **(NEW)** The system of Claim 56, further comprising:

    i) means for aggregating said representative reports
via said at least one data processor.

    j) means for deterring hostile attempts to report
false data.

58. **(NEW)** The system of claim 56, further comprising:

    k) refining reporting skills by re-enforcement
learning means including;

        i) apprising reporter of reporting accuracy in
relation to a standard by report quality feedback
means via said data entry device;

        ii) establishing a reporter's reputation for
reporting by proficiency skill level means; and

        iii) sharing reporters' knowledge and
observations by collaboration means.

59. **(NEW)** The system of claim 56, wherein the boundary of
the CONTEST is extended to include REPORTERs as
participants in the on-going CONTEST by providing
PLAYERs with real-time feedback of the effectiveness
of team-member actions, further comprising:

　　　1) integrating and reporting of CONTEST analysis to
　　　CONTEST PLAYERs for re-enforcement learning to guide
　　　action choices during a CONTEST.

60. **(NEW)** The system of claim 56, wherein PLAYERs rely
solely on peer-to-peer collaboration in pursuit of the
team goal; and further, said reporting is accomplished
by the PLAYERs.

61. **(NEW)** The system of claim 56, further comprising:
m) developing refinements to existing ASPECTs or
discovering additional valuable ASPECTs previously not
uncovered, for modification of the reporting
measurement rules by reporter collaboration means.

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